

DUSKY VALLEYS 12 - RACE RULES

GENERAL RULES

1. There will be a mandatory pre-event meeting at 7pm on Saturday evening for all team captains although all riders and crew are also encouraged to attend. Teams must designate a captain (this will be understood to be No 1 on entry form) to handle all official matters such as attending the pre-event meeting, picking up registration packs and making sure all teammates have correct numbers.
2. Safety helmets must be worn at all times on the course. Racers must display their race number on the bike handlebars, whenever on-course, and on the back of their cycling tops. Race officials may request to see this at any time.
3. iPods are not to be worn on the course.
4. Only those aged 16 and over on the day of the event will be allowed to compete in Dusky Valleys 12. Anyone aged 16 or 17 will need to have their application forms signed by a parent/guardian before they are allowed to compete.
5. Riders will need lights, which must be at least 4 watts and be secured to bikes or helmet. Facilities to recharge lights will be provided at the cycle shop. The race director will decide what times the lights are to be switched on.
6. It will be against the rules for riders to ride with their lights out to save batteries. Riders violating this rule will have their current lap nullified.
7. The Start will be staggered in one-minute intervals.
8. Waiting riders should always check in with transition officials prior to starting their lap. Riders should only use the solo riders' area if they are in that class.
9. If a team member wishes to do two laps in a row they must still pass via the team transition.
10. Each team member and solo rider must complete a minimum of one lap. Teams will be penalized a lap, for each lap not completed by each member, except in the case of injury which must be reported to a race official who will make the final decision.
11. If a team member cannot complete his or her lap, the team has the option of starting the lap over with a new rider. They will however, lose the distance and time of the uncompleted lap. The replacement rider must check in with timing official prior to starting the lap.
12. For obvious safety reasons there is no reverse riding on the course.
13. Teammates may cannibalize each other's bikes or swap if necessary. Riders may accept mechanical support on the course by any other registered rider. Transition

and camp areas are the only areas where assistance from support crews is acceptable.

14. Teams may bring as many support people as they would like, but their support is limited to the Start/Finish and the team's pit areas (not on the course). We strongly suggest each team and solo rider have a support crew who are not taking part to assist with various jobs such as organising transitions, cooking and assisting with mechanical problems.
15. Riders may accept food and water from anyone on the course. However, racers must stay well clear of the course when taking food or water. An official watering station will be located near the transition.
16. Do not litter. And please do not throw energy food wrappers on the ground.
17. Bike wash areas will be available. Toilets and hot showers will be available throughout the weekend. Please use the toilets provided.
18. Only riders officially entered in the event or designated as "Official Course Marshals" may ride the designated course.
19. Foul riding will not be tolerated, unsportsmanlike behaviour is totally unacceptable. This includes the use of abusive language. This rule is taken very seriously and anyone who violates this rule may be disqualified from the event. The penalty imposed is at the discretion of the race director.
20. Shortcutting the course can be grounds for automatic disqualification of the solo rider or the entire team. If a rider makes a mistake and they report to officials before it is discovered, a time adjustment will be applied rather than a DQ.
21. Riders who are riding their bikes have the right of way over those who are pushing their bikes. Where practicable, riders pushing should stay on the least rideable portion of the path when being passed. Riders are encouraged to call pleasantly "passing on the right or left" as appropriate. **Lapped racers should yield to leaders** on the first command.
22. It is the responsibility of any challenging racer to overtake safely. When two racers are vying for position, the leading racer does not necessarily have to yield position to the challenging racer. However, a racer may not bodily interfere, intending to impede another racer's progress. This will be considered to be highly unsportsmanlike behaviour.
23. Any protests must be made to the race-director. Protests can be made throughout the event and up to 15 minutes after the final results are posted. It would be appreciated if any protests could be made respectfully to the officials.
24. Safety on the course is our primary concern. If you come across an injured or a potentially unsafe situation, you are encouraged to stop and assist. If you stop to give assistance for a health and safety related reason, you should report your number to a passing number who will turn it in to the transition official so that

your team's next rider may commence their lap. You must then complete your lap and report to the transition official and report the nature of the assistance you provided and an approximate duration of your stop. You will be assigned a lap time in accordance with your or your teams average times which ever is the faster.

25. Time adjustments are made by an official and are final. This rule applies to ONLY health and safety concerns and not mechanical failure.
26. In the event that a team loses one of its teammates due to illness, injury or exhaustion, that team may elect to "scratch" that racer from the team and continue to compete. However, the team will be penalized 1 hour for a teammate that did not complete the minimum lap requirement. The team's captain must notify the registrar as to which teammate is being "scratched".
27. Once taken off the team, a scratched racer may not re-enter the race. After the first scratch, if any additional scratches cause the team to go below the minimum number of racers for the category, the team will be disqualified. The minimum number of racers for teams is two.
28. Racers may not be scratched after the finish of the race.
29. The Finish. The race ends 12 hours following the start. Racers can begin a final lap if they come through the transition and can log out on another lap before the end of the 12th hour. Each team's final placing will be determined by the number of laps the team has completed and the sequential order of finish within the team's last lap.
30. Teams may log out at any time they want, after everyone has ridden one lap and thus become official. Teams' final placing will be determined by the time they log out and the number of laps completed. If any team member did not meet their minimum lap requirement and was not scratched from the team, then that team is disqualified/DSQ.
31. The race director will be given the final decision regarding any occurrence at the event, including those not addressed in the rules.
32. Ignorance of any rule cannot be used as an excuse.